

# MEXICO 1519



## INTRODUCTION

In April 1519, Hernán Cortés lands on the Gulf of Mexico coastline at the head of a Spanish expedition from Cuba, where he establishes the city of Villa Rica de Vera Cruz. Local population welcome is warm, as they see him as the envoy of the god Quetzalcóatl (the famous feathered serpent). Emperor Moctezuma had many dreams that forecasted the arrival of the divine envoy, so he is benevolent and fearless, sending ambassadors with gold presents, which only manage to excite the envy of the conquistador. This is the beginning of the adventure!

This scenario lasts 14 turns, each of 2 months between April 1519 and August 1521. It opposes the **Conquistadors** led by Cortés to the peoples and warriors of the **Aztec Empire**. This epic conquest is played both on the map for the strategic and military aspects on the one hand, and through the play of cards (2 drawn each turn per side) for the political, diplomatic and religious aspects on the other hand.

Indeed, the two sides fight for different reasons and on different ways: war of conquest and annihilation for the Spaniards, a religious war aiming at taking prisoners for the Aztecs.

Can the Conquistadors conquer such a powerful empire with so few men?

The game event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

## DURATION

Average Duration: 2h30

Favored Side: None

Most Difficult Side to Play: Aztecs

The game lasts 14 turns (between April 1519 and August 1521), each turn being equivalent to 2 months.

The **Conquistador player** always plays first, followed by the **Aztec Empire player**.



## FORCES

The **Conquistador player** controls the **Conquistador (light tan)** and **Indian Allies (tan)** units.

The **Aztec Empire player** controls the **Aztec (light green)**, **Texcoco (dark pink)**, **Tlacopan (light blue)**, **Tlaxcala (brown)** and **other tribes (violet)** units.

This scenario is based on the 'Cortés à la Conquête du Mexique' game designed in Vae Victis issue #VV 137

## MAPBOARD

The map shows Mexico (western coastal lowlands and central plateau). The off-map Cuba region is not considered part of Mexico.



There are 5 political areas in Mexico: the tribal territories of the Triple Alliance made of the **Aztec Empire (light green)**, the city of **Texcoco (dark pink)**, the city of **Tlacopan (light blue)**, the territory of the independant tribes, such as the city of **Tlaxcala (brown)** and the **other tribes (violet)**. Cuba (off map) and Vera Cruz both belong to the **Conquistador** at start of the game.

Cuba cannot be accessed without boats (which the **Conquistador** will have early on if they don't burn their ships - see special rules hereafter - or later on when Caravels enter play) and it is the only place where new Spaniard units can be built.



## VICTORY

### IMMEDIATE VICTORY

- For the **Aztec player** if he controls all regions on the map AND Cortés has been killed.
- For the **Conquistador player** if he controls all 3 of the Triple Alliance cities and Tlaxcala, without losing Vera Cruz and with his leader Cortés still in play at the time this occurs.
- Or for the player that reaches or exceeds 30 VP at the end of a turn

### END GAME VICTORY

The side with most VP at the end of the scenario wins the game. However the **Conquistador** cannot win if Cortés is eliminated.

### VP BONUS

- Each player earns, by end of the game, as many VP as the economic value of regions or cities printed on the map (red figure) that they control.
- The **Aztec player** earns 10 VP if he takes Vera Cruz, and the same amount (10) when he eliminates Cortés.

### VP LOSS

- The **Aztec player** loses 10 VP if he does NOT control Tenochtitlan at the end of the game.

Cards may change VP gains or loss as per their descriptions.

# SPECIAL RULES

## ECONOMIC PHASE

Every third turn (turns 3, 6, 9, 12), there is an economic phase to collect income, pay maintenance and buy new units. NOTE : Spaniards: cannot be rebuilt, so don't lose them!

### Cost of units and cards:

- Porters / Supply Wagons / Native javelinmen / archers / slingers: \$1
- Cards / Brigantines or Caravels / Elite warriors and swordsmen: \$3

## SPANISH PRESTIGE

This level represents the aura held by the **Conquistador** against the natives as the latter believe they are envoys of the Gods. As long as the level is above 10 (starting at 20), a lot of **Aztecs** cards won't work. Once it is below 10, the **Aztecs** may get rid of the Flowers War (see next)



## FLOWERS WARS

While in effect, the natives warriors will only inflict panics (as their goal in battle is to capture prisoners, not kill enemies). Once the Flowers war is cancelled (by card), they will inflict hits normally.

NB: Archers / Slingers / Javelinmen are skirmishers, i.e. they only inflict panics all the time (even after end of Flowers War)



## SMALLPOX

This card cannot be escaped and once it happens, native units (of all sides) will be eliminated each turn. The longer the epidemics the higher the turn losses.



## CORTES CHOICES

On Turn 1, the **Conquistador** player chooses to burn his ships or not. If he does so he gains a permanent morale bonus but loses ships and the ability to get troops from Cuba except via (rare) event cards.



Also, to win the game, he must capture Tenochtitlan. This will be facilitated when Cortés arrives in Tenochtitlan via a Card play. Note that until this happens (or if Spanish Prestige falls below 10) **Aztec leader Moctezuma** is not allowed to leave the **Aztec** capital



## NOCHE TRISTE

This card comes in two versions, one for each side. Their play is mandatory. They will change a lot the gameplay (end of Flowers War automatically) and give access to many cards that cannot be otherwise received.



## RAIN SEASONS

Turns 1-2-3, 7-8-9 and 13-14 are Rain Season turns. During those turns, all sides land units lose 1 MP automatically.



## SIEGE OF TENOCHTITLAN

No siege test can be made against the city of Tenochtitlan until Lake Texcoco is blockaded. **Conquistadors** will receive cards, after the Noche Triste, to implement the city blockade via the Lake and thus allow the siege.

